

Fig. 1

LOGICAL INDICES ASSIGNMENT 200

B	I	N	G	O
0	5	10	15	20
1	6	11	16	21
2	7	12	17	22
3	8	13	18	23
4	9	14	19	24

Fig. 2

CARD DECK LAYOUT 300

BYTE 0	BYTE 1		BYTE 2		BYTE 3		BYTE 4		BYTE 5		BYTE 6		BYTE 7		BYTE 8		BYTE 9		BYTE 10		BYTE 11		BYTE 12		
B1	B0	B3	B2	I0	B4	I2	I1	I1	I3	N1	N0	N3	N2	G0	N4	G2	G1	G4	G3	O1	O0	O3	O2	...	O4

Fig. 3

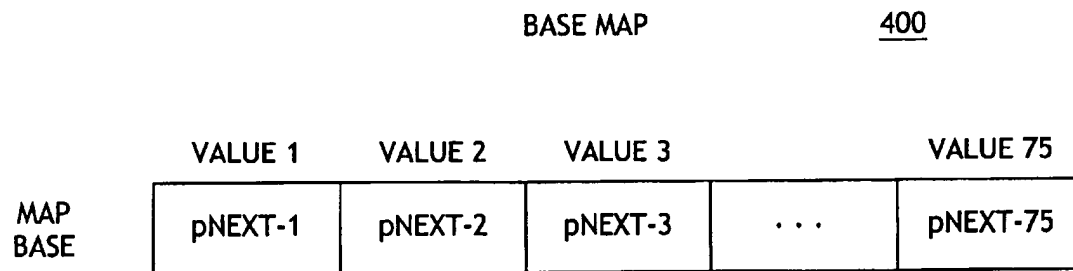


Fig. 4A

CARD MAPS

450

	SQUARE 0	SQUARE 1		SQUARE 24
CARD N	pNEXT-CARD	pNEXT-CARD	...	pNEXT-CARD
CARD 2	pNEXT-CARD	pNEXT-CARD	...	pNEXT-CARD
CARD 1	pNEXT-CARD	pNEXT-CARD	...	pNEXT-CARD
CARD 0	pNEXT-CARD	pNEXT-CARD	...	pNEXT-CARD

Fig. 4B

PATTERN MATCHING ARRAY 500

B	I	N	G	O
X				X
	X		X	
		X		
	X		X	
X				X

Fig. 5A

550

PATTERN MATCHING BITMAP

BIT	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
VALUE	1	0	0	0	1	0	1	0	1	0	0	0	1	0	0	0	1	0	1	0	1	0	0	0	1

Fig. 5B

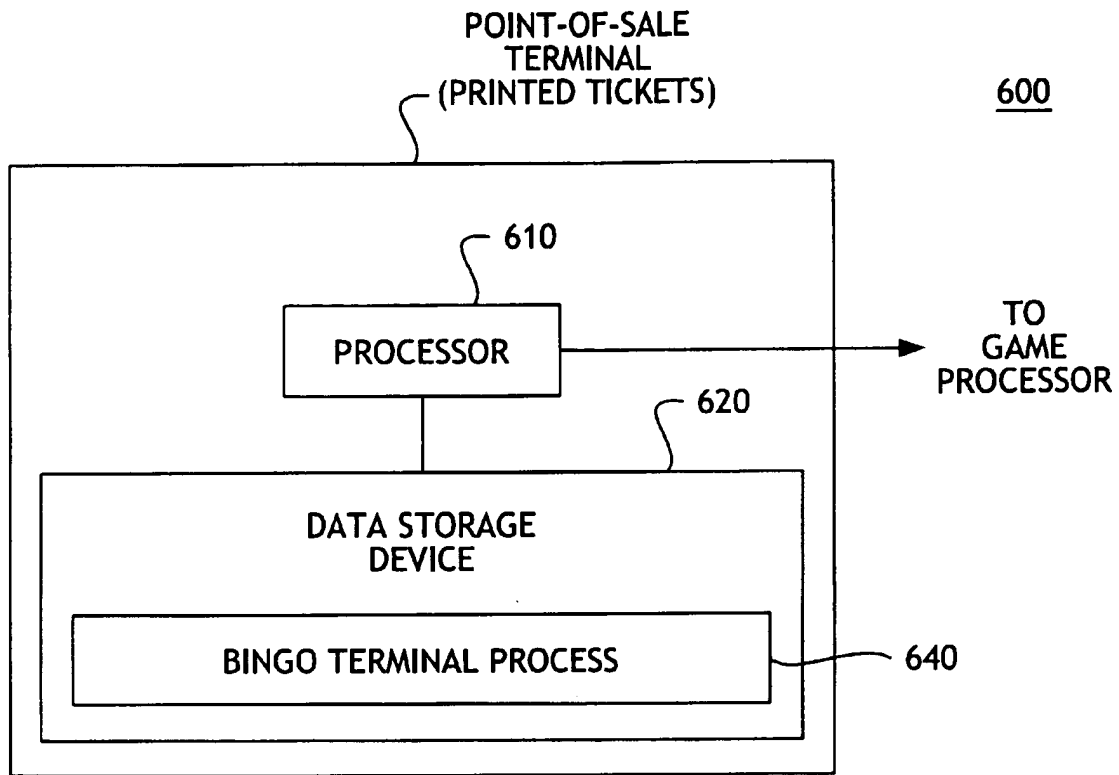


Fig. 6

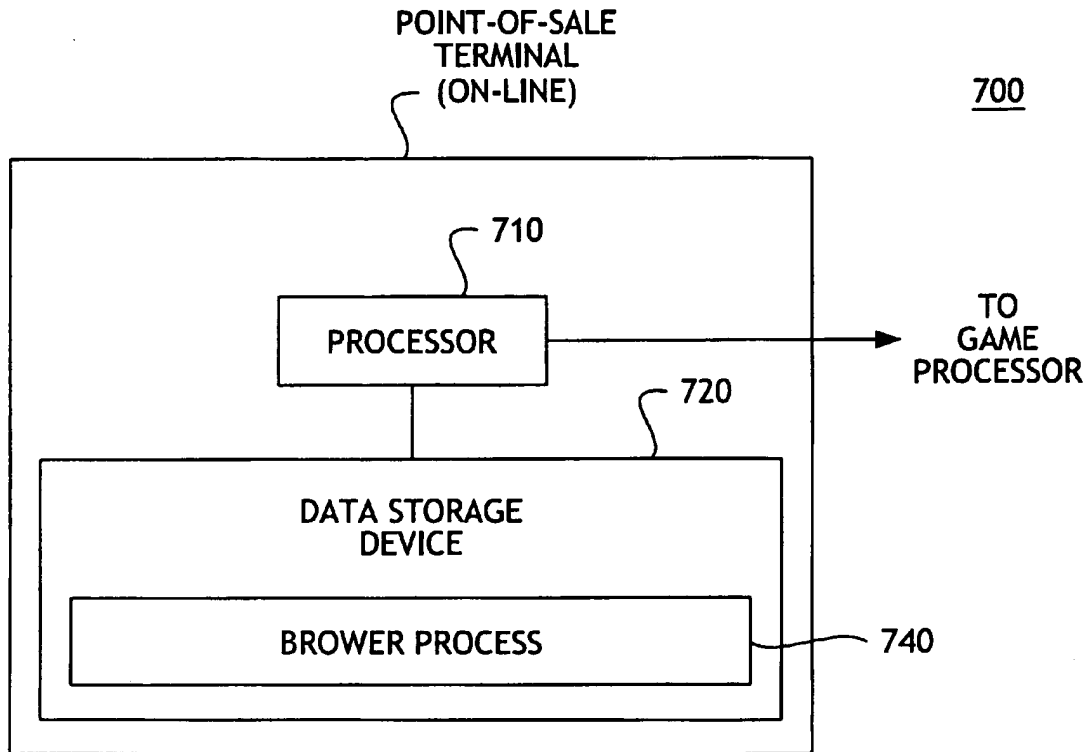


Fig. 7

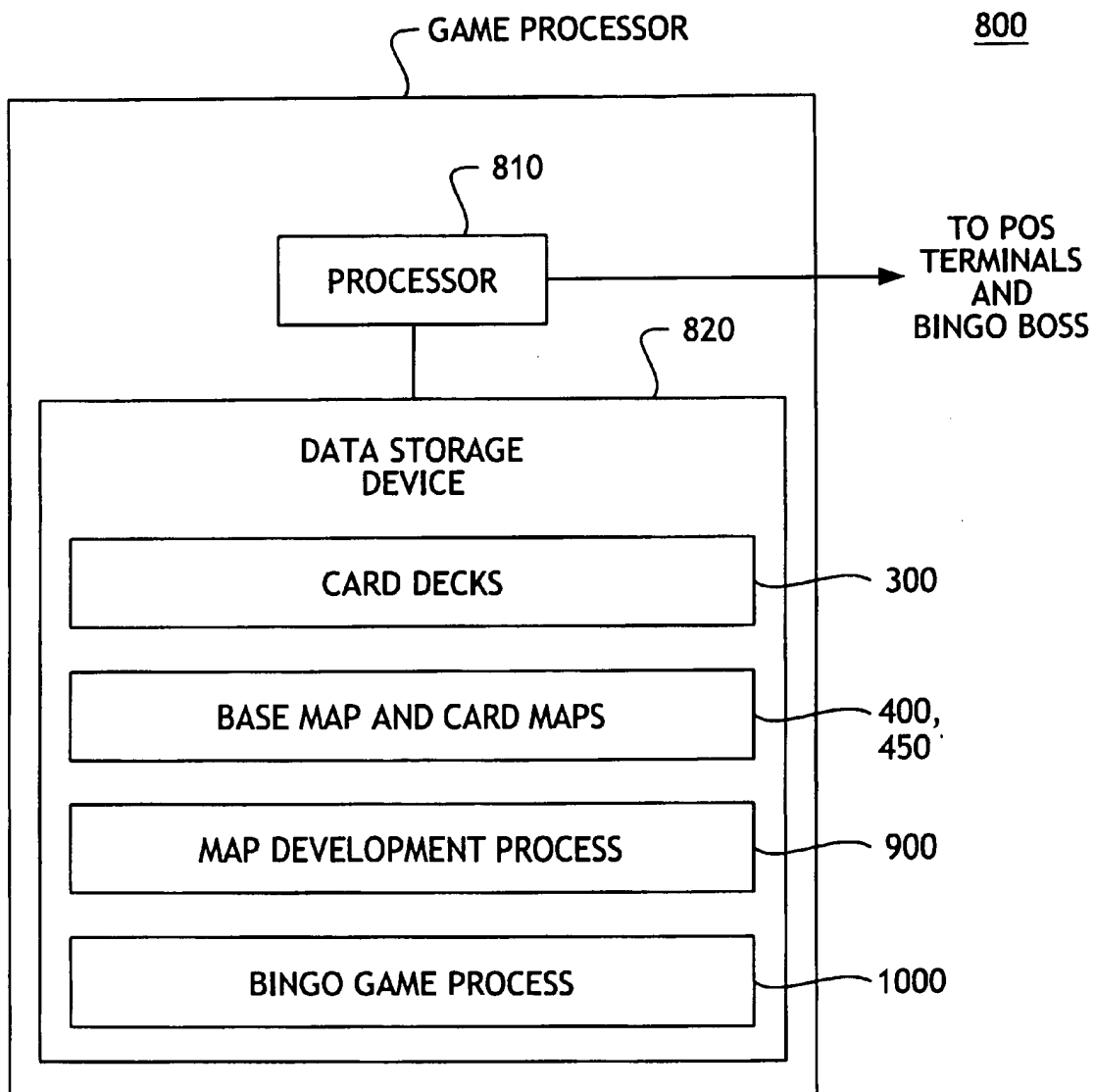


Fig. 8

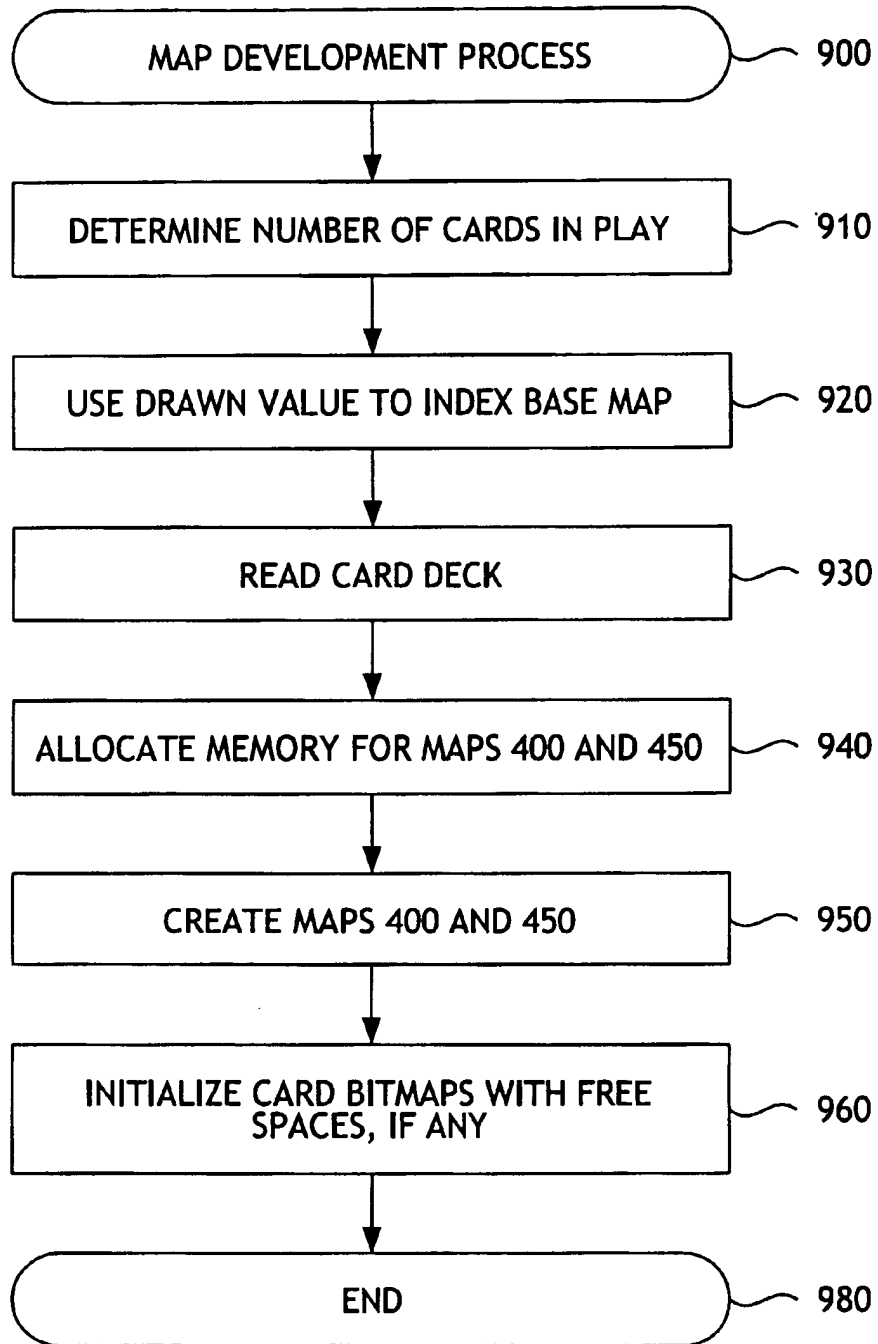


Fig. 9

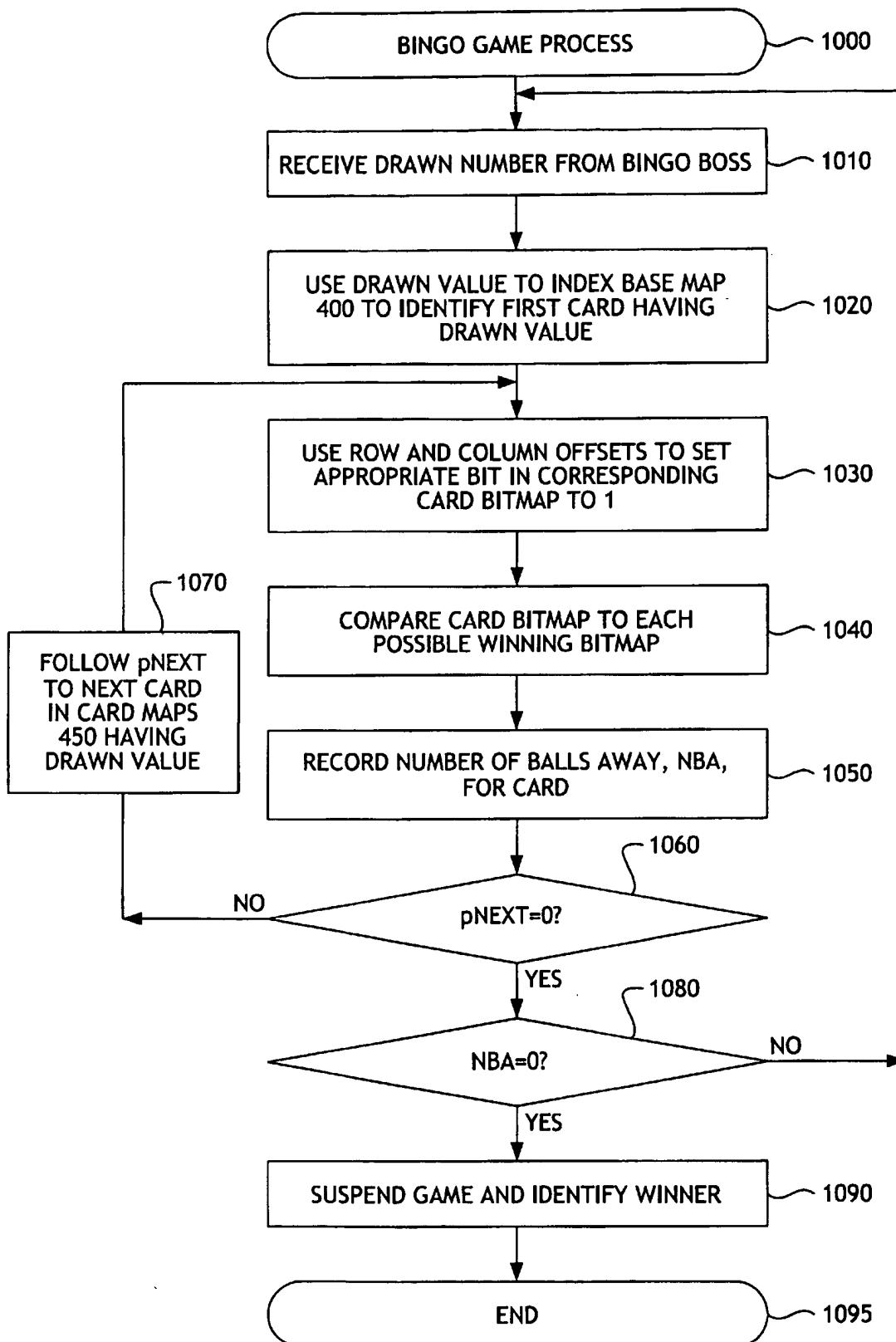


Fig. 10